

# **TICKET INSTRUCTIONS**

**FOR BALLY TICKET-VENDING SKILL GAMES**

## HOW TO INSTALL TICKETS

Simply moisten gummed paper attached to last ticket in old pack and stick to first ticket in new pack. In this way a continuous column of tickets is formed.

When installing new pack of Tickets (when no Tickets are already in Ticket unit), open Ticket Door (on side of cabinet toward back of machine) and place pack in ticket compartment. Then unfold a few top folds and push tickets toward front of machine. Then open Side Inspection Door. Remove 2 hand screws from top of Ticket Unit. Remove Cover C (Fig. 1) from ticket unit. Reach into machine and grasp tickets which have already pushed forward. Pull tickets forward far enough so that front edge of first ticket is just even with cut-off knife—and projections on Ticket-Sprocket fit into holes in tickets. SEE ILLUSTRATION BELOW (Fig. 1). Pack of Tickets shown in illustration must, of course, be placed in Ticket container at *back* of cabinet. Replace cover and 2 screws. NOTE THAT SERIAL NUMBERS SHOULD FACE UP as Tickets pass over wheel. Also be SURE TICKETS ARE INSTALLED SO SERIAL NUMBERS COME OUT IN NUMERICAL ORDER.

When removing the cover over the ticket mechanism, be sure not to bend the curved end, as this will increase or decrease the clearance between the cover and the ticket delivery wheel, and in either case interfere with the proper operation of the ticket mechanism.

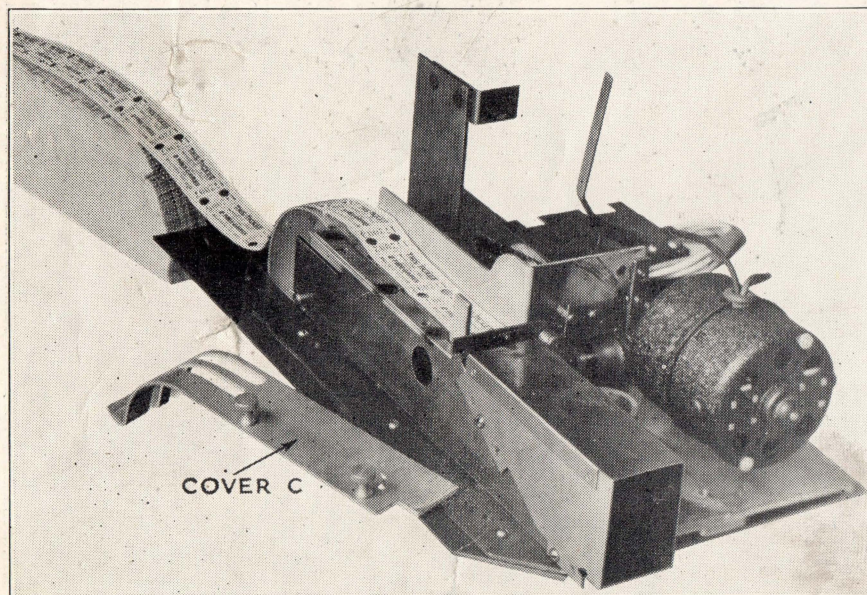


Fig. 1

## BE SURE TO READ THESE INSTRUCTIONS

Due to the extreme simplicity of the mechanism, as well as the careful inspection to which every machine is subjected, you will seldom find it necessary to service your machine. An occasional check-up of the wires and the contacts, to see that they are all properly contacting, will usually be sufficient to keep your machine in perfect operation. However, you will find outlined below a few of the things to look for in case you encounter any mechanical difficulty, and instructions for easily correcting such difficulties.

## CHECK THESE THINGS FIRST

If machine does not operate properly, check the following points *first*—in order listed.

### IF TICKET IS NOT DELIVERED

If the machine fails to deliver the number of tickets to which a player is entitled, the first thing to do is to open the inspection door on the side of the machine and examine the ticket mechanism carefully. Method of inspecting and correcting the ticket mechanism is described in greater detail below. If the ticket mechanism itself appears to be in proper working order, the machine should then be thoroughly checked to see that all wires, contacts, etc., are properly contacting, as already described.

### IF TICKETS FAIL TO CUT OFF

Upon opening the inspection door, you may find that the knife is cutting only part way through a ticket, so that the ticket does not drop off of the main strip. This may be due to weakness of the batteries, and if you are unable to correct this difficulty in the manner described directly below, we suggest that you check the batteries, as already explained under the heading HOW TO TEST BATTERIES.

Usually, however, failure of the knife to cut off the tickets is due to the fact that the spring A in Fig. 2 has lost its tension. You can very easily increase the tension on this spring by bending the end of the spring slightly downward. This is illustrated in Fig. 2 on next page which shows the operator bending the end of the spring with a pair of long nose pliers. *Be careful not to bend this wire downward too far as excessive tension on this spring is as undesirable as too little tension.* We suggest that you bend the spring very slightly and then test the machine and continue to do this by slight degrees until you have secured the proper tension causing the knife to completely cut off the tickets.

### IF TICKETS FAIL TO FEED TO THE KNIFE

You may find upon examination that, although the motor is running and the ticket mechanism appears to operate, the tickets do not feed up to the knife. This can be corrected in the following manner:

First, remove ticket cover C, as shown in Fig. 1.

Next, see that the knife is completely down—that is, at the end of its natural downward stroke. *This is essential.* Turn motor worm-gear with thumb till knife is completely down in cut-off position.

Next, remove the screw from the hole marked D in Fig. 2 on next page.

Now note that the upright bracket, marked E in Figs. 2 and 3, is fastened to the base of the unit by means of two screws. *Do not under any circumstances remove the screw closest to the back end of the machine.* Remove the screw closest to the front end of the machine. This will allow you to swing bracket E around to position shown in Fig. 3. Then tighten up screw closest to back of machine.

Then, by means of pressure of the thumb against the projections on the ticket sprocket, push the sprocket toward the back of the machine (that is, in a counter-clockwise direction) until the lower pawl (not visible from above) drops into place. You will know when this occurs because you will not be able to push the wheel backward any farther. Please note the short arrow in Fig. 3 indicates the direction in which pressure of the thumb should be applied.

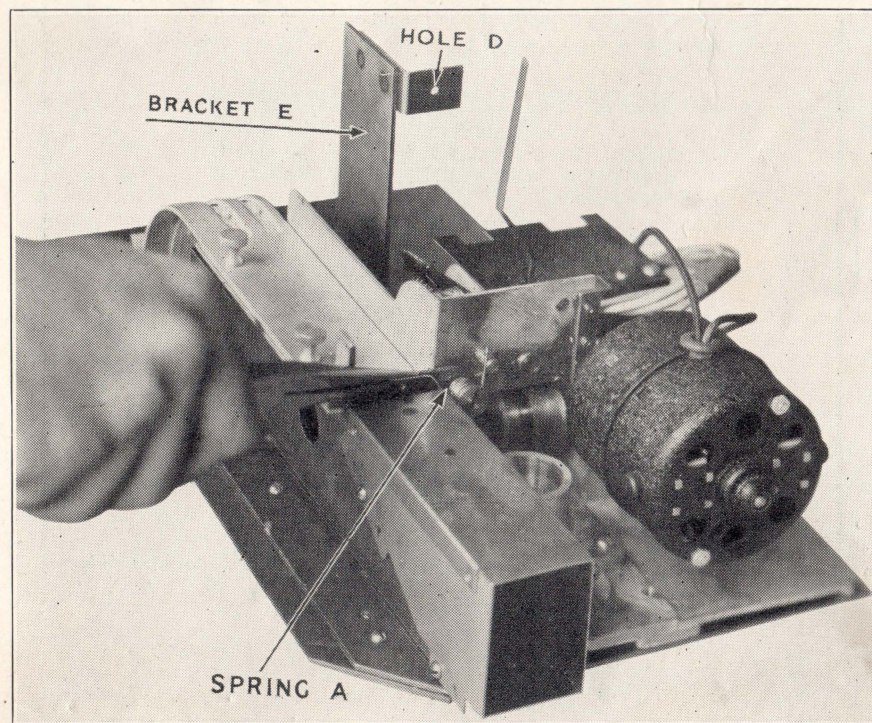


Fig. 2

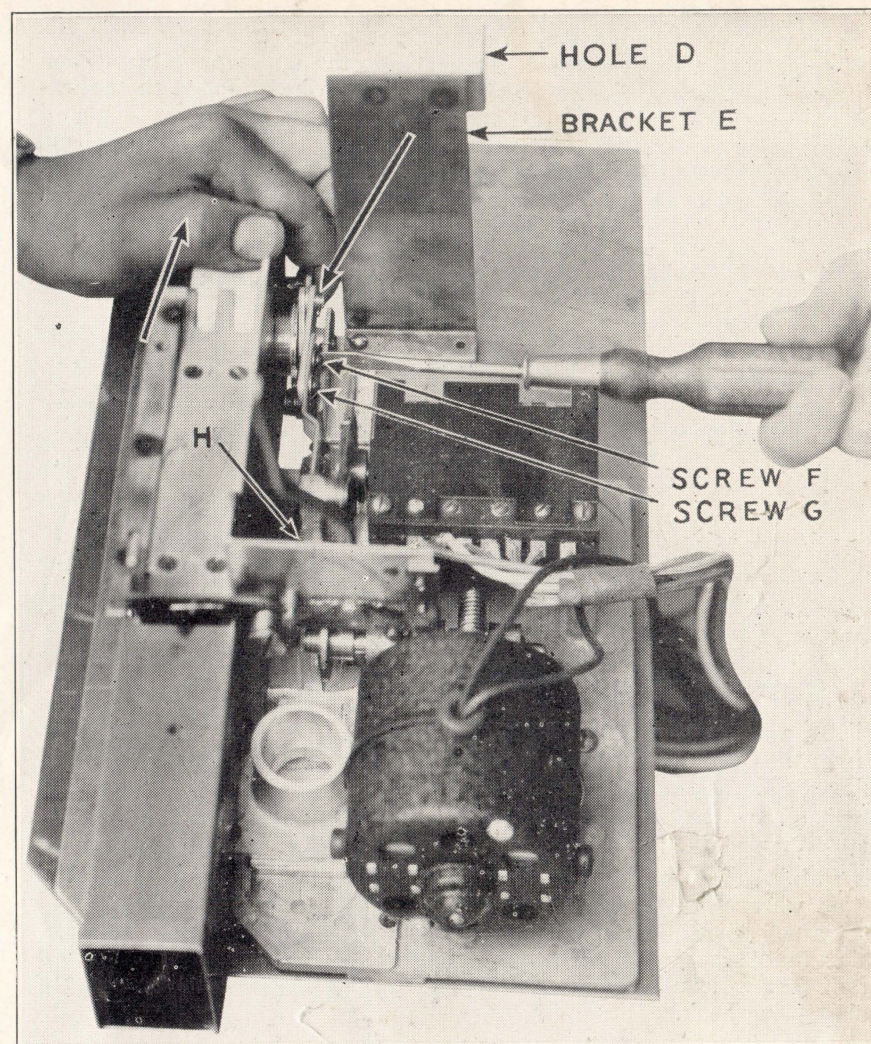


Fig. 3

Still holding thumb against the projection in order to hold the lower pawl in place, adjust the upper pawl with the index finger, as shown in Fig. 3. Note that the direction of the long arrow indicates the direction in which pressure of the index finger should be applied. This pawl should be pushed forward—that is, toward the front of the machine, until there is practically no play between the point of the pawl and the ratchet into which it fits. *There should, however, be a slight play.* Line sketch (Fig. 3A) shows positions of two pawls in proper adjustment.

Now, while holding the lower pawl in position by pressing against the wheel projection with your thumb and holding the upper pawl in position with your index finger, tighten up the two screws which control the adjustment of these two pawls. Note that in Fig. 3 the screw-driver is placed in one of these two screws. Both screws, F and G, should be tightened up. You will find after properly adjusting these two pawls that the ticket wheel will feed tickets up to the knife in the proper manner.



Fig. 3A

## IF TICKETS CUT OFF IN WRONG PLACE

You may find that instead of the tickets being cut through the holes between each ticket, they are being cut slightly ahead or behind the holes. This is due to the same wrong adjustments which cause the tickets to fail to feed up to the knife and can be corrected in the same manner as described above.

## IF TICKETS OR PAYOUT FAIL TO SHUT OFF

First, examine the reset rod which is the long, narrow, flat rod extending up from the payout mechanism and engaging with the coin chute. See that this is not binding against the chute.

Usually the difficulty described above is due to the fact that the coil springs which turn the payout slide to position are weakened through use. This spring is not shown in illustration Fig. 3, but arrow H points to the position where you will locate this spring. Simply remove the spring and install a new spring, or cut a few turns off of the spring to give it increased tension and replace spring. The spring can be removed and replaced with a pair of long nose pliers and an ice pick, but we suggest that you use a regular spring hook.

## IF TICKET FEED BECOMES JAMMED

This seldom ever happens, but should be looked for in the event that the mechanism fails to operate.

Remove the cover on the ticket delivery unit and you will probably find that either the piece of paper punched out of the hole in the ticket did not completely drop out until the ticket has started to feed into the ticket mechanism. This little, round piece of paper has then dropped out and slid onto the column of tickets, giving the same effect as if two thicknesses of tickets were being fed through a space allowing clearance for only one ticket. Naturally, this will jam the ticket feed. Or you may find that a ticket has not unfolded exactly right, and is buckled up sufficiently to catch in the narrow space between the bottom of the ticket delivery and the cover of the ticket delivery.

## SPECIAL INSTRUCTIONS ON TICKETS

Note that **all** Tickets in this machine are marked with a large capital letter—the same letter appearing on all Tickets in this particular machine—and all letters printed in the same color.

This is for the protection of your locations—to eliminate any danger of players receiving Tickets in one location and redeeming them in another location. When installing machines, be sure to advise merchant his KEY LETTER and KEY COLOR. Also instruct merchant **NOT TO REDEEM TICKETS WHICH ARE NOT MARKED WITH HIS PARTICULAR KEY LETTER PRINTED IN HIS PARTICULAR KEY COLOR.** Impress on the merchant that **NOT ONLY THE LETTER, BUT ALSO THE COLOR, MUST CORRESPOND WITH HIS LETTER AND COLOR.**

Make a note in your collection book of the KEY LETTER AND COLOR assigned to each location, and when re-filling the Ticket reserve, be sure to re-fill with Tickets bearing the same key combination.

By using the letters of the alphabet and various colors, an almost unlimited number of combinations are obtained. It is, therefore, practically impossible for 2 machines having the same key color and key letter to be placed in the same territory. However, you should check key letters and colors before placing machines—and, if you should receive 2 machines with the same key letter and color, avoid placing them in the same neighborhood.

## HOW TO ORDER TICKETS

Tickets are furnished in packs of 2000 Tickets. **When ordering Ticket re-fills be sure to specify Key Letter and Key Color desired for each pack.**

### EXAMPLE

Please Ship:

3 PACKS.....GREEN S  
1 PACK .....BLUE T  
2 PACKS.....RED T  
3 PACKS.....ORANGE K  
1 PACK .....PURPLE M

### OPERATOR'S PRICE

PER PACK OF 2000 TICKETS \$1.25  
IN LOTS OF 10 PACKS, PER PACK, \$1.00  
F.O.B. CHICAGO